

ABSTRACT

This application concerns an enhancement of the render, match, and refine (RMR) method [0002] for 3D scene model refinement. A method is provided that allows for the directed refinement of camera and geometry associated parameters of the 3D scene model in a manner that is independent of lighting, color, and texture. The method is based on the matching of a rendered motion vector field to a motion vector field estimated from a recorded video stream.